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KNIGHTS OF THE OLD REPUBLIC

Handbook

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THE OLD REPUBLIC
(25,000–1,000 YEARS BEFORE THE BATTLE OF YAVIN)

The Old Republic was the legendary government that united a galaxy under the rule of the Senate. In this era, the Jedi are numerous, and serve as guardians of peace and justice. The Tales of the Jedi *comics series takes place in this era, chronicling the immense wars fought by the Jedi of old, and the ancient Sith.*

The events in this story take place approximately 3,963 years before the Battle of Yavin.

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A long, long time ago . . .

Zayne Carrick thought his great adventure was over. Worst in his Padawan class, he was sure he wouldn't become a Knight.

Until the fateful evening when, late to the Knighting ceremony, he entered to find his fellow students dead at their Masters' feet! And his own Master, Lucien, threatening to finish the job—by killing him!

Zayne fled—aided and, sometimes, hindered—by a company of fugitives, all running from different things. With their help, Zayne discovered the truth: his Masters were part of a Covenant of prognosticators sworn to snuff out any return of the Sith to the galaxy—and they had foreseen one of their students bringing down the Order.

Framed for his classmates' murder and on the run, Zayne declared to the Taris Masters his intention to turn the tables—hunting them until one of them confessed. But, just as before, fate took a different turn. The Mandalorians, a rampaging horde of nomads, picked that moment to attack the Republic, catching Zayne and company in the crashing waves of history. History, in which he has already played no small part—and history which his Masters still believe he will change for the worse!

Always in motion is the future. So is a fugitive Jedi—if he wants to live!

Zayne Carrick

Zayne Carrick

Arvan and Reiva Carrick's third child of five (and their only son), Zayne Carrick was brought from his frontier homeworld of Phaeda to the Jedi Academy on Dantooine just after his fifth birthday. Master Vandar Tokare recognized that the child had difficulties manipulating the Force, but was pleased enough with his personality to hope he might become a diplomatic asset one day.

But while Zayne mastered some skills, he struggled with others, leading educators to suspect a Force-learning disability they had no way to address. His four classmates since childhood promised to help him along, and it was as a group that they were assigned to the five Masters of the Jedi outpost on Taris, then still a non-aligned world.

But the Masters had other concerns besides teaching. They belonged to a secret society within the Order known as The Covenant—and had come to Taris to watch for the potential return of the Sith. No wonder, then, that Zayne found his own Master Lucien to be remote and unhelpful.

It was luck—or the Force—that made Zayne late for the ceremony where he would learn his fate as a Jedi. Capturing Gryph, the hoodlum he was assigned to apprehend, he rushed upstairs with the news—only to find his four lifelong friends dead at their Masters' feet! Not understanding why, Zayne knew immediately he would be next—and fled with Gryph. Improbably, the two escaped, only to find themselves blamed for the Padawans' deaths.

After discovering the truth—that his Masters had foreseen that one of their students would collapse the Jedi Order—he turned himself in to avoid any harm to the new friends he had made while on the lam. But the Masters intended to kill his friends anyway to cover up their crime—and those same friends helped Zayne escape.

Zayne declared, via holographic message, his intention to hunt down his hunters in his drive for justice. But order had collapsed on Taris after his escape, opening the door for the Mandalorian invasion. That, and other clues, led Admiral Karath to conclude Zayne had been a saboteur—and to charge him with treason. So when Zayne predicted through the Force that the Mandalorians would immolate the cities of Serroco, Karath ignored the warning and jailed him instead. Zayne spent his nineteenth birthday in the brig.

But Zayne's reunion with Master Lucien found them both imprisoned—by Lord Adasca, seeking to keep them away from his bid for galactic power. Forging a temporary truce, Zayne and his Master foiled the plan—and Zayne slipped away to Taris again, where Gryph had fled. Only, now, Taris was quaking under the heels of Mandalorian invaders!

Zayne wears a pair of phrikite vambraces designed by Camper to protect his forearms from lightsaber attacks. He is also a speederbike aficionado, having spent his teen years on Taris, home of the swoopbike.

Marn "The Gryph" Hierogryph

The Gryph

Snivvians see life as a theatrical work in progress. Some choose art; some choose adventure. Marn "The Gryph" Hierogryph chose larceny.

Blackmailing a philandering elementary school headmaster for a certificate of perfect attendance earned him attention; auctioning the school grounds to offworld real estate developers brought him expulsion. Home-schooling followed, but the racketeering conviction of his tutor on evidence planted by the adolescent convinced Garl and Glomkettle Hierogryph to send their son offworld.

Roaming the galaxy, Gryph found himself in the company of many of the galaxy's more illustrious ne'er-do-wells, including Gadon Thek, "Bubbles" d'Breen, Zovius Mendu, Loopy "The Lip" Leverby, Valius Ying, "No-Neck" Plaarvin, and Davik Kang. But the diminutive would-be mastermind seldom earned respect. His record of betraying his partners drove good help away, limiting his opportunities.

Thus, Gryph was operating on his own on Taris when Zayne Carrick was assigned to capture him. Zayne succeeded on the ninth attempt, and when Gryph was subsequently included in the frame-up over the Padawan Massacre, their fates were linked. Gryph's initial impulse was to ditch Zayne and escape—but seeing the potential in their partnership, he took Zayne on as a henchman.

Present on Serroco minutes before that planet's immolation by the Mandalorians, Gryph was presumed dead by Zayne. However, Gryph resurfaced on Taris with the Hidden Bek gang, teamed (against his will) with the Moomo Brothers on a mission to locate the planet's missing senator. While Gryph has yet to explain his whereabouts between the Battle of Serroco and the Taris Siege, he has ominously assured Zayne that as soon as they reach Republic space, "the answer will be obvious."

As Snivvians are nearly impossible for humans to tell apart, Gryph has developed a number of aliases over the years, ranging from eel mogul Baron Hieromarn to Remulus Horne, the folk balladeer who infamously persuaded viewers to contribute 384,000 credits to his non-existent charity before his "holo-thon" was yanked from the 'feed.

Slyssk

Slyssk

Where other Trandoshans love to hunt, Slyssk preferred stealing their kill to prepare for dinner. Driven to find a trade that better suited his meekness and kleptomania, Slyssk learned starship piracy as an underling in a Raff Syndicate chopshop—only to be kicked out before learning how to fly the ships he stole.

After hiring him to steal a ship, Gryph made the mistake of seeming to save Slyssk's life. Slyssk immediately devoted his questionable services to Gryph, the first person to whom he had ever owed a lifedebt. Slyssk served surprisingly well as a cook for Gryph's flying restaurant, the Little Bivoli, before somehow escaping the inferno of Serroco. Gryph has sworn his hireling to secrecy, preferring to tell the story of the escape in his own time.

Jarael

Jarael's past is clouded in mystery. She appears to be a member of the Offshoot subspecies of the Arkanian race—but her pointed ears are not shared by that people. She has markings on her face and arms which appear to be permanent, but she has never explained them. She has said she was running from something when, as a teenager, she was rescued by Camper—but she has never explained what. And while her beauty is matched only by her talents in combat, she cannot explain the fascination she has engendered in a variety of people, from Alek to Rohlan to Lord Adasca. Of some mysteries, she knows less than anyone.

Jarael and Camper spent years on the run together on his ship, *The Last Resort*—most of it spent in the dark and forbidding Lower City of Taris. Opportunities were limited. Jarael and Camper deliberately avoided contact with the Black Vulkars and Hidden Beks, the swoop gangs that ruled the area, instead keeping to the hovels around Junk Junction. To buy food, Jarael worked as a day laborer hauling scrap metal to a Kedorzhan reclamation plant—working hard while the increasingly addled Camper tinkered with the electronic tidbits he found. The younger Jarael found some diversion in the abandoned wardrobe left in a defunct clothing factory, but fun was not for working days—and as Camper faltered, every day for Jarael became a working day.

Work was harder to come by after the plant closed, and increasingly she and Camper took to selling those items he built that actually worked. Visitors to *The Last Resort* were likely to be fugitives like themselves, and a popular item was the "Camper Special," a shipping container that enabled an organic-on-the-run a handy (if cramped) means of escape.

That's what brought Zayne Carrick and Gryph to *The Last Resort*—and while Jarael initially refused to help them, the sudden arrival of the Jedi Masters and the Constable took the decision out of her hands. Fearful of having his presence reported to Adascorp, Camper launched the ship for the first time in years.

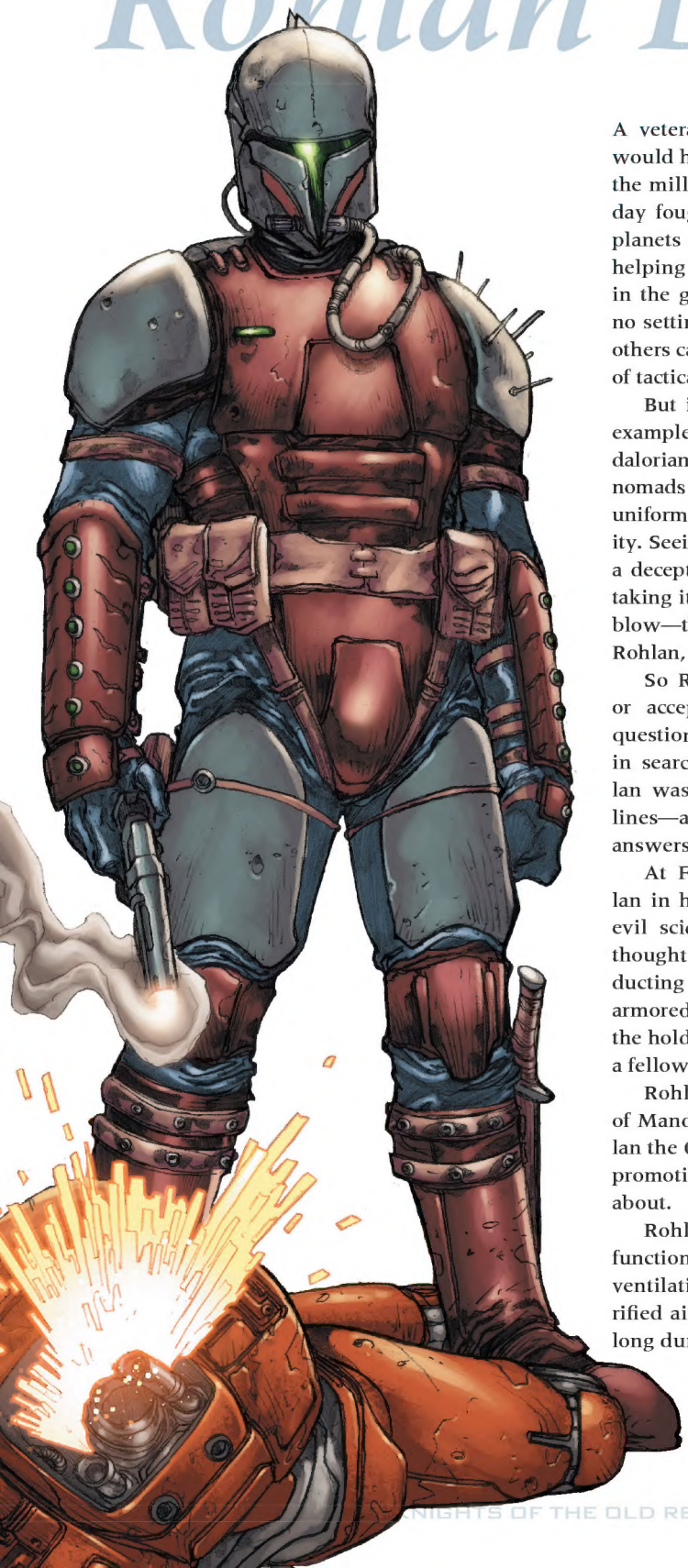
When Jarael and Camper finally parted company with Zayne, Camper fell ill—and Jarael felt forced to turn for help to the leader of Adascorp himself, the charismatic Lord Adasca. Fascinated by her, Adasca used Jarael as leverage to make Camper work for him.

Jarael cursed herself for being taken in. Kindnesses shown to her by the first three friends she made offworld—Zayne, Alek, and Rohlan—had lowered her guard. So it was that when Camper defeated Adasca and fled to parts unknown, Jarael blamed herself for driving her friend away.

Jarael wields a shockstaff, a weapon created by Camper. It causes temporary numbness in any flesh it strikes, but can be adjusted to burn off its charge in one violent bolt.

Rohlan Dyre

Rohlan Dyre



A veteran of many campaigns, Rohlan Dyre would have been a fine model Mandalorian for the millions of new recruits that joined in his day fought battles on a variety of Outer Rim planets outside the Republic's zone of control, helping the Mandalorians reclaim their place in the galaxy. No engagement was too fierce, no setting too dangerous for the warrior—and others came to rely on his quick, clear analyses of tactical situations.

But instead, he became a different kind of example—because of his analysis of the Mandalorians themselves. Seeing the individualistic nomads around him beginning to take up the uniform look of the Neo-Crusaders drew curiosity. Seeing Mandalore maneuver his forces into a deceptive "phony war" with the Republic—taking its measure while preparing a knockout blow—that seemed very un-Mandalorian to Rohlan, indeed.

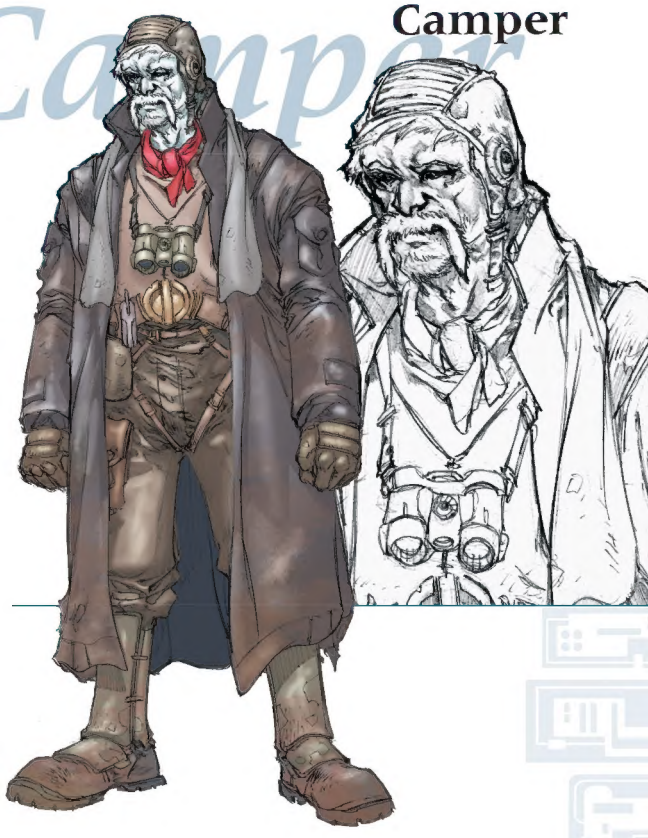
So Rohlan did something he never did—or accepted from others—before: he asked questions. When no answers came, he set off in search of them himself. Repeatedly, Rohlan was captured and sent back to the front lines—and each time, Rohlan ran in search of answers, his suspicions ever growing.

At Flashpoint, Zayne Carrick aided Rohlan in his escape when the two captured the evil scientist Demagol. Zayne and company thought Rohlan had gone with the Jedi conducting Demagol to Coruscant—but when an armored stowaway appeared, emerging from the hold of *The Last Resort*, they knew they had a fellow fugitive.

Rohlan is presumed dead by the majority of Mandalorians, for whom the story of "Rohlan the Questioner" is used as a cautionary tale promoting the very uniformity he wondered about.

Rohlan's armor is airtight, allowing him to function within a vacuum for several hours. Its ventilation system provides him with cool, purified air, allowing him to stay in uniform for long durations.

Camper

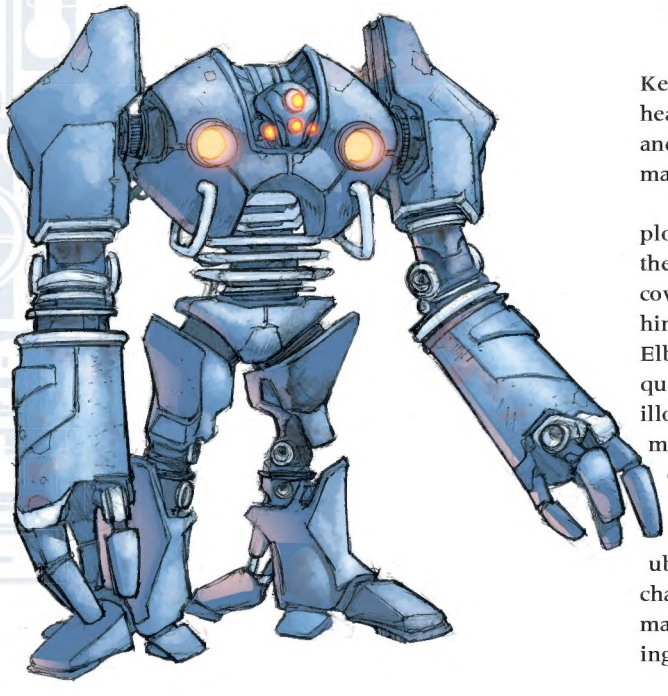


As the grizzled inventor known as Camper, Gorman Vandrayk traded a harsh life for one of opportunity—and then traded back!

A member of a subspecies persecuted by Arkanians, Camper was one of the last of his people allowed to attend university. He thrived there, winning awards for his work in biology, cybernetics, and engineering. But it was his work for Adascorp, discovering a way to control the colossal Exogorths, that changed his life again. Realizing the company had military aims for his concepts, he fled, going into hiding for a third of a century.

Spending so long on the run wore on Camper, who became increasingly addled. But Zayne Carrick's arrival brought him out of hiding—and into the clutches of Adascorp, which had never forgotten him. Out from under the burden of hiding, Camper felt vigor and purpose returning—he turned his great weapon on his captors and fled into unknown space.

Elbee



Kellenech Technologies built Elbee (T1-LB) for heavy menial tasks well before the Sith War, and like many hardy droids by that defunct maker, he continued to serve for decades.

When Elbee accidentally saw his Masters plotting against their Padawans, Lucien used the Force to hurl him off a cliff. After Zayne recovered the droid, Camper rebuilt Elbee, giving him a larger brain and the power of speech. But Elbee has taken poorly to the upgrade, and frequently refuses to move, fearing a repeat of the illogical events on the cliff. He can sometimes be motivated by reverse psychology—or by references to his would-be destroyer, Lucien. LB stands for "loader, bulk," a designation used for an entire line, given the droids' ubiquitous, anonymous natures. Duwani Mechanical Products obtained the T1-series trademark at the Kellenech liquidation, repurposing it for its own brand of utility droids.

Krynda Draay

Daughter of a Miraluka father and a human mother, Krynda Draay inherited positive traits from both species. She has both the "Force sight" of the blind Miraluka and functioning human eyes. Jedi speculate this coincidence may be the source behind Krynda's incredible powers of prognostication. Her first mentor, Vodo Siosk-Baas, referred to her as the "eyes of the Jedi."

But Krynda's attention strayed from larger events when she married a financier-turned-Jedi, the dashing Barrison Draay. The difficult birth of their child, Lucien, prevented Krynda from taking part in the Sith War that soon followed—and she lost much in that conflict. First her former Master; then her half-sister, a fellow Jedi; and, finally, her husband. Devastated, Krynda went into seclusion.

After years of solitude, Krynda was drawn back into Jedi affairs after meeting Q'Anilia, a gifted Miraluka student. Gathering more young seers around her, Krynda encouraged them to form a Covenant with the Force—watching for the return of the Sith who had taken so much from her.

Haazen

As Barrison Draay's retainer, Haazen followed his Master into the Jedi Order, where the egalitarian nature of that service made the two as equals—for a time. After Haazen failed his Jedi trials, Lord Draay used his influence to keep him on as his personal squire during the Sith War. Draay died in the War, and Haazen nearly did too—only to live on, horribly disfigured as the result of botched battlefield cybernetic work.

Krynda took Haazen as her aide, allowing him to handle the family estate, her relations with the Order, and Lucien's Jedi training. Haazen helped her organize the Covenant, and, following the deaths of the Taris Padawans, he strongly expressed her displeasure over the handling of the event to Lucien.

Haazen also acts as Lucien's go-between with his mother—though, in fact, Lucien's relationship with both of them is equally testy.

Lucien Draay

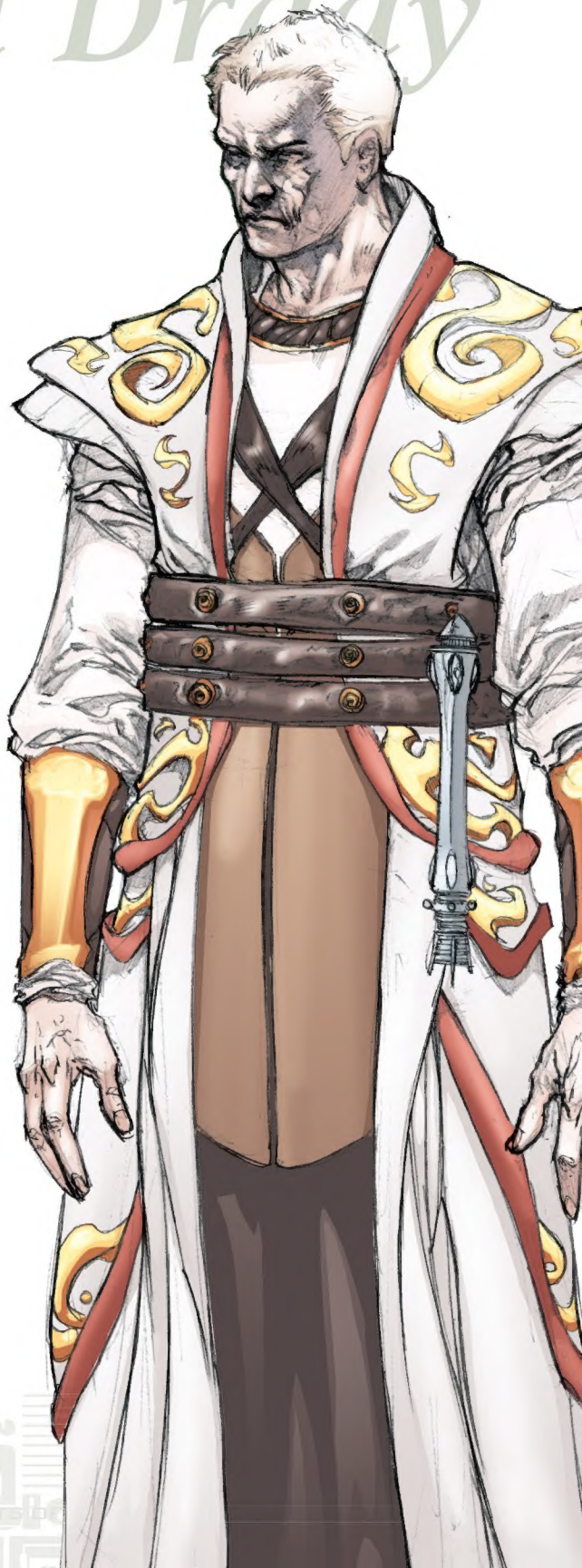
A son of an important family in both the Republic and the Jedi Order, Lucien Draay was born on what would become a dark day for all involved. That day, Jedi Ulic Qel-droma had his first contact with the dark side in the Beast Wars. That was a step on the path leading to the Sith War that would claim the life of Lucien's father—and steal, from Lucien, his distraught mother's attentions.

Lucien's mother was famed for her ability to see the future—but while able to use the Force and feel stirrings within it, Lucien never had visions of the future. So his mother ignored him—and when she began training other seers, she left Lucien's education to her aide, a failed Padawan.

But Lucien had his father's talent for combat, and soon the Jedi Order took the teenager in. When Krynda gathered enough seers to create The Covenant, a secret organization to watch for the rise of the Sith, Lucien stepped in to coordinate the efforts of her "investigators" in the field. Initially limited to handling travel arrangements, Lucien soon moved into operational security—and finally began acting as the leader on the ground for the Covenant's "First WatchCircle" of seers.

Achieving the rank of Jedi Master, Lucien was reluctant to take on a learner given his responsibilities to the Covenant, but Zayne Carrick proved a convenient student to have. Lucien was able to give him up as a lost cause, dwelling instead on the Covenant's activities.

Zayne suddenly gained importance to Lucien when the Circle foresaw that one of their students would destroy the Order. Lucien helped engineer the deaths of the four other students—and led the effort to capture Zayne. The former apprentice's luck and friends have helped him stay one step ahead of his former Master.



Q'Anilia

Covenant founder Krynda Draay has always loomed large in the life of Q'Anilia. A Miraluka orphan with both Force sight and precognitive abilities, Q'Anilia learned of her heroine early on when the newly opened Culu Memorial Center on Alpheridies recommended she be brought to Krynda on Coruscant. Krynda realized the child's potential and, ironically, became more of a mother to Q'Anilia than she was to her own son, Lucien. As a member of the Covenant's First WatchCircle, Q'Anilia made Krynda's mission her own.

Contemplative and logical, Q'Anilia is capable of making hard decisions when it comes to the Covenant's mission—including the premeditated murder of Shad, her beloved student. She frequently acts as advisor to Lucien, offering opinions she believes Krynda would support—advice Lucien does not always welcome. It is one more complication to a professional and personal relationship that has now lasted more than three decades.

Raana Tey

The youngest of the Taris Masters, Raana Tey came to Krynda not for training, but for medical help. When doctors on Shili were unable to help the child cope with her headaches or night terrors, a passing Jedi suspected runaway Force visions and sent her to Krynda. Krynda devised therapy sessions in which the other Covenant seers would help Raana Tey regulate her thoughts and cope with day-to-day life.

The grateful Raana Tey devoted herself to the Covenant's cause, her Togruta nature propelling her to acts of wild individualism as she traveled with them. But her nightmares worsened after she murdered Kamlin, her Falleen apprentice—and the break-up of the WatchCircle by the Jedi Council removed the support system upon which she had come to rely. By the time she was ordered by the Chancellor to return to Taris—alone—her sanity was already at serious risk.

Xamar

Where the Jedi Shadows of a generation earlier had an official mandate to investigate existing Sith threats, the Covenant covertly uses seers to predict where the Sith might rise again—and act. That arrangement is not always comforting to Xamar, a seer of its First WatchCircle. Exhibiting the characteristic caution of the Khil species, Xamar has clashed with Lucien more than once.

The Padawan Massacre was one such occasion. Xamar shared in the vision that led to the plan to kill the students—including his own apprentice, Gharn. But Xamar still demanded that Lucien seek approval from Krynda first. Since then, Xamar has raised his alien voice several times about what the Covenant should do.

Xamar has privately acknowleged that Lucien, and not he, is better suited to lead their efforts. "Perhapsss," he has said, "ambition comesss from not being able to sssee the future."

Feln

Feeorin get stronger as they get older—and while Feln is not public about his age, he is easily the oldest member of the First WatchCircle of the Covenant. Hailing from Odryn, a planet of climatic extremes, Feln was already one of the most well-traveled adults of his species when he journeyed to Coruscant to study with the Jedi.

Krynda was amazed at Feln's precognitive abilities, immediately taking him under her tutelage. While the galaxy outside knows little that happens on Odryn, Feln has suggested that those talents came in handy to him in his life there. But it was his dire vision on the Rogue Moon that led to his murder of his student, Oojoh.

If Lucien can be said to have friends, Feln is perhaps his closest. Rough and tumble in his approach to life, the wisecracking giant soldiers on in his seemingly futile quest to get Lucien to smile.

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The Last Resort

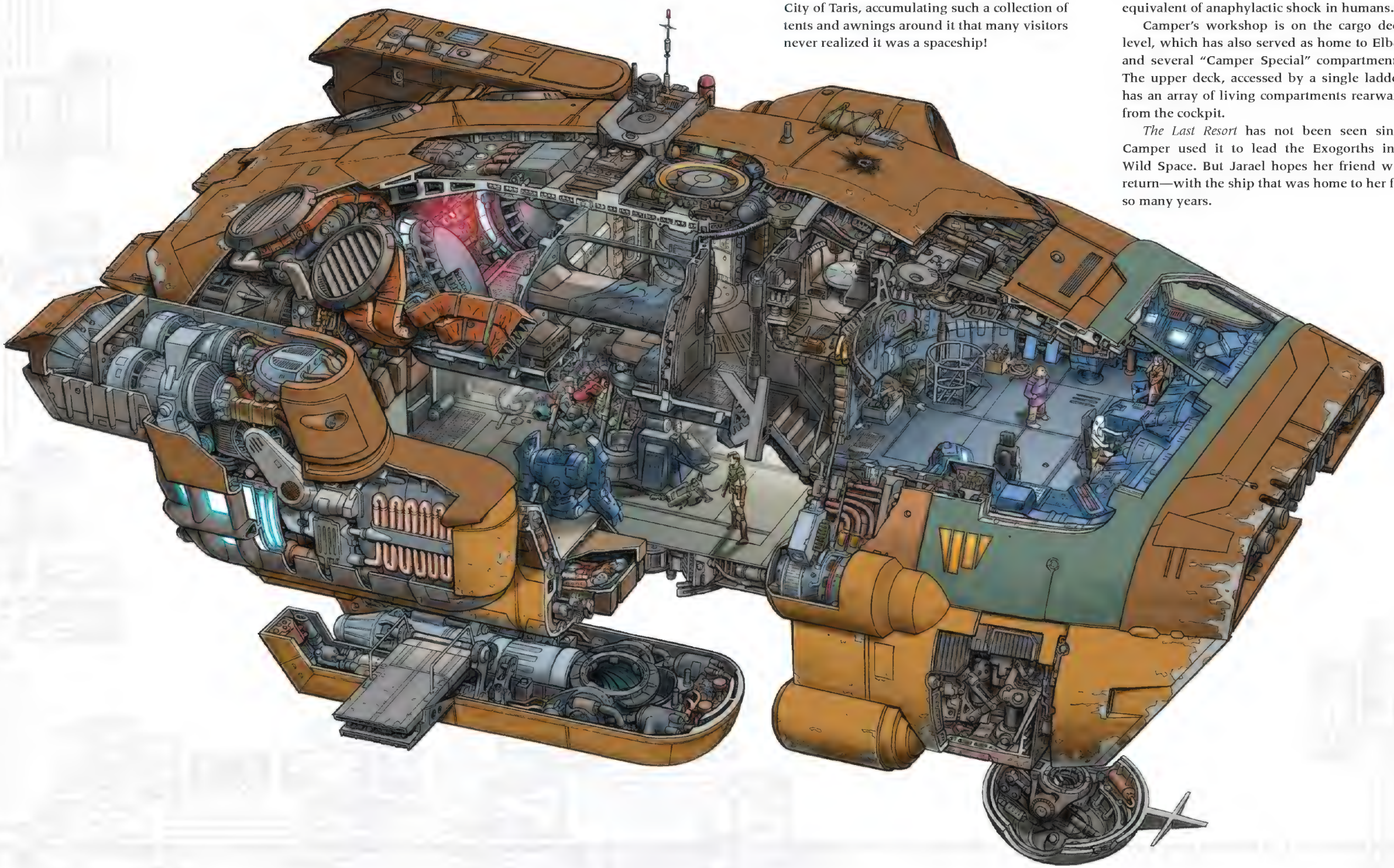
The Last Resort

One of the last models to leave the Amalgamated Hyperdyne and Refuse Management assembly yards on Corellia before civil suits over safety recalls finally broke the company, *The Last Resort* is both home and laboratory for Gorman Vandrayk, also known as Camper. For several years before the Padawan Massacre, the ship sat idle in Junk Junction in the Lower City of Taris, accumulating such a collection of tents and awnings around it that many visitors never realized it was a spaceship!

Camper made many modifications to the ship in his time on Taris, including configuring a powerful cannon at the expense of the ship's shields and hyperdrive. But his inattention to the ship's life support system during its idle period nearly killed him, as the accumulated allergens released when the ship finally took off eventually triggered the Arkanian Offshoot equivalent of anaphylactic shock in humans.

Camper's workshop is on the cargo deck level, which has also served as home to Elbee and several "Camper Special" compartments. The upper deck, accessed by a single ladder, has an array of living compartments rearward from the cockpit.

The Last Resort has not been seen since Camper used it to lead the Exogorths into Wild Space. But Jarael hopes her friend will return—with the ship that was home to her for so many years.



Moomo Williwaw

Orphanmaker

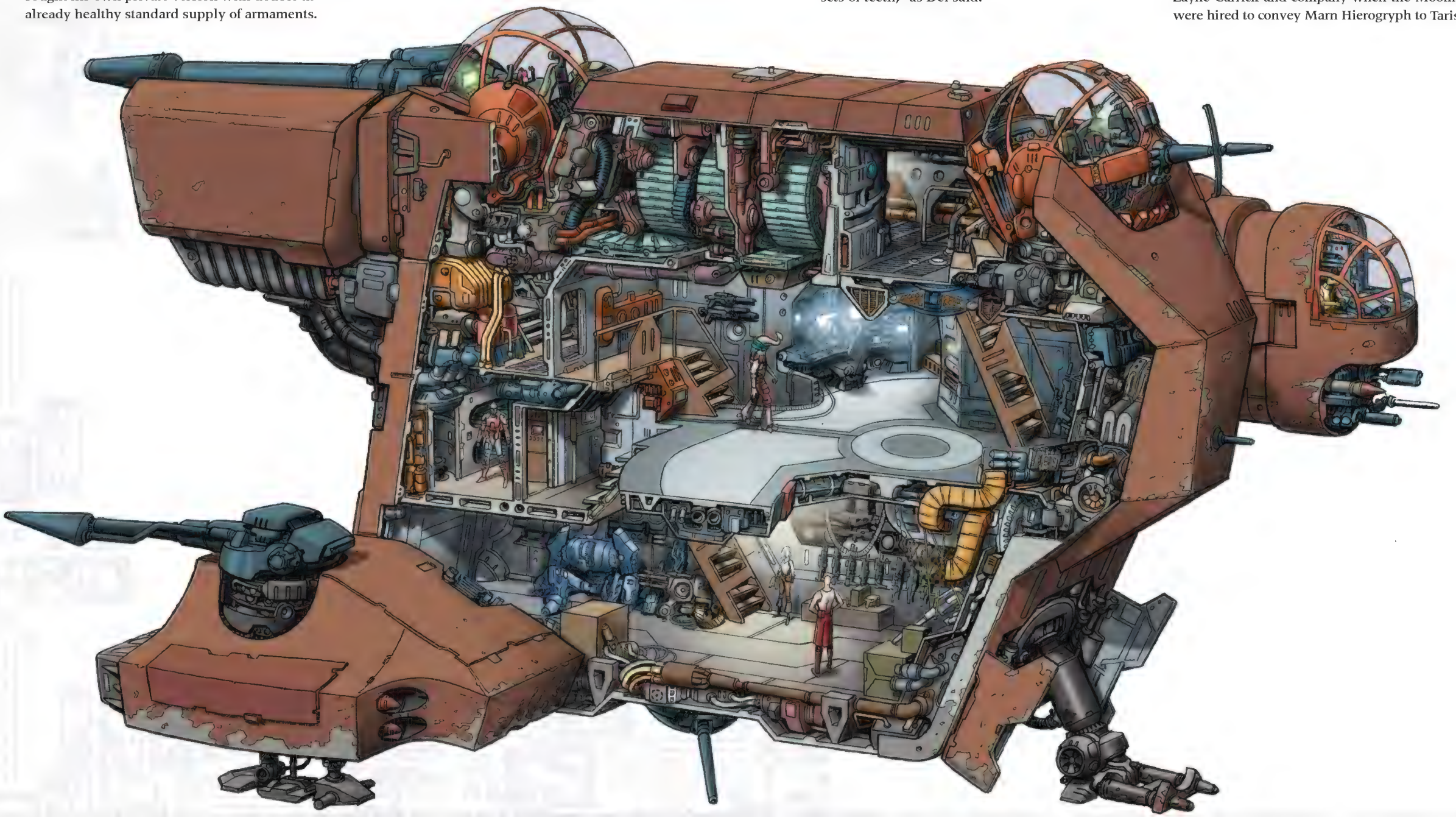
Known as the "Orphanmaker" by its designers, the Pelagia Duplex Command Assault Gunship was developed to protect the Tapani Sector against the chaos of the Sith War. The ships performed that feat well, winning the admiration of Baron Karoll "The Mad" Cilarnus, who sought his own private version with double the already healthy standard supply of armaments.

The result (which appears to never have had an official name apart from the pejorative nickname in the drive yards, "Overkill") never took flight for the Baron, whose company was placed in receivership after a series of unsound investments. No military would buy the craft, which bristled with weapons in inopportune places, including some that put the ship's gunners in each others firing arcs.

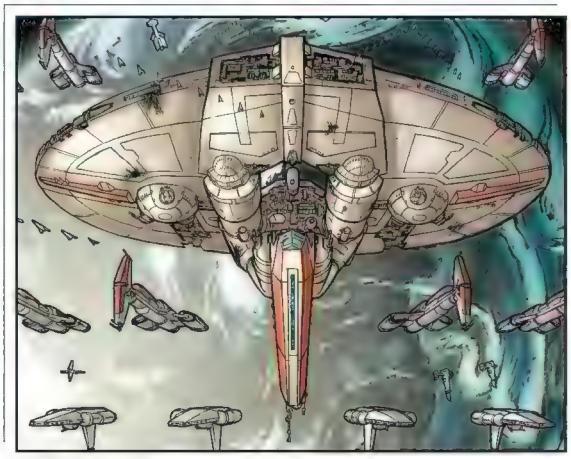
In a decision said by some to be the only moment of agreement in their lives, bounty hunters (and weapon fetishists) Dob and Del Moomo. saved the ship from the scrapyard. Naming the ship the *Moomo Williwaw*, the two immediately moved their private arsenals into the craft and set to work adding to its already ludicrous armaments—giving it "a few more sets of teeth," as Del said.

The intent of the dual cockpit design in the original line was to allow the ship's co-captains to split up command of port and starboard offensive operations. However, Dob and Del make more use of its redundant piloting controls, which they use to abruptly seize control of the ship from each other. Passing ship captains have reported seeing the *Williwaw* spinning in place for as much as an hour while these disputes are resolved.

The *Williwaw* became the temporary home to Zayne Carrick and company when the Moomos were hired to convey Marn Hierogryph to Taris.



Courageous



One of six *Inexpugnable*-class tactical command ships to launch from the Rendili/Vanjervalis Drive Yards at Corellia, *Courageous* was present at several early battles in the Republic's conflict with the Mandalorians.

Like the other "Inexies," *Courageous* was designed to sell more *Hammerhead*-class cruisers. Its innovative bridge merged visual and electronic data by suspending holographic images over a transparent deck, thus uniting logistical command for as many as sixty-four cruisers. Helmsmen referred to the configuration as the "wishing well," an ironically lighthearted term coming from people seemingly suspended over the abyss. Vertigo was a frequent complaint!

Mandalorians boarded and captured *Courageous* on its escape from Serroco. At Omonoth, Mandalore boasted his war axe was constructed from the melted-down hull, but the exact disposition of the ship has not been confirmed. Remaining ships of the line include *Indefatigable*, *Swiftsure*, and *Tremendous*.

Arkanian Legacy

Launched at the ceremony at which Arkoh Adasca came into his inheritance, the *Arkanian Legacy* represents both Arkania's lofty ambitions—and its greatest folly. Built to serve as Adascorp's mobile corporate base, *Legacy* included a research hospital, an arboreum, a conservatory, and one of the greatest art museums to be found in the galaxy. It was also the staging point for Adasca's ill-fated attempt to grab power on a galactic scale.

Legacy was at its peak population of 104,079—mostly pureblooded Arkanians—when Lord Adasca captured Camper. As the ship made its multiple-stop journey to Omonoth, Adasca quietly began rotating residents unaware of his plan off the ship to other assignments.

Ravaged by the Exogorths unleashed by Camper, the derelict ship remains adrift in contested space. Republic forces have been unable to determine how many, if any, of the ship's population remain aboard, much less mount a rescue and recovery operation.

Alek "Squint" Squinquargesimus

Years after Krynda formed her Covenant to watch for the Sith, other Jedi worried about another threat—the Mandalorians. When Mandalore directed his Neo-Crusaders to attack the Republic, the Order soon found it had Crusaders of its own, itching to take up the fight and reclaim lost worlds. One was Alek, a young Knight with a tongue-twister of a surname. His steely-eyed determination impressed others, as did his physical acumen—he became known as "Squint" while still a Padawan.

When a fellow Knight grew concerned about the Mandalorians, Alek was drawn to the cause. Calling his friend "Master" of this new movement, Alek helped recruit other Jedi to help scout the Mandalorian lines—only to be captured himself. Imprisoned on Flashpoint, Alek was subjected to Demagol's horrific experiments. Zayne and company rescued Alek, allowing him to rejoin his movement with both a new appreciation of the young fugitives—and a growing fondness for Jarael.

The Revanchist

Notoriety follows Alek's friend and honorary "Master," despite the Knight's efforts to put the movement first. Already known throughout the Order, the Knight attracted attention as a lone voice warning the Jedi against the Mandalorian threat. Republic media played up the internal dispute—although the efforts of the "Jedi's own crusader" to win followers were initially treated as a curiosity.

That changed as the Mandalorian wars dawned. The push for intervention created celebrity for the Knight, whom reporters dubbed "The Revanchist Leader"—and finally, "The Revanchist." That snappy nickname, created for the anxious consumers of wartime broadcasts, only antagonized the High Council further. The Order wasn't interested in the war—and no one Knight, no matter how outspoken, was going to push them into it.

"Who I am is not important—my message is," countered The Revanchist, but as far as the media was concerned, the roles had been cast. They had their crusading savior, if only the Jedi would listen . . .

Admiral Saul Karath

Saul Karath

Correllian by birth, Saul Karath came from hardscrabble beginnings. His father, journeyman laborer Craddock Karath, was rarely home, and as the oldest son, Saul took the role of surrogate father for his four siblings, working double shifts at a munitions factory. Space wars and adventure were far away.

That changed when an outrage from the Sith War hit close to home. Though he would never speak of what propelled him, Saul responded by quitting his job and volunteering for the Navy. Too poorly connected to enter the Academy and too young to serve officially in any event—Karath won the attention of Fleet Captain Vanicus, who allowed him to serve as captain's steward, one of the non-commissioned laborers on his ship.

There began a thirty-plus-year career that followed anything but a straight line through the Republic Navy. For every success, a setback followed. But Karath never soured on the Navy, making the institution his family. His efforts were rewarded with *Reciprocity*, his first command as captain, where he found success protecting convoys against pirates and setting him up for his eventual assignment to *Courageous* and the protection of Taris against the Mandalorians.

Karath felt the Republic's forces were too few to face the Mandalorians—and was proven right in the Onslaught that followed. He was forced to abandon *Courageous* at Serroco—but, again, fate intervened to protect his career. Finding himself as the ranking Republic representative at the treasonous Lord Adasca's secret summit with Mandalore, Karath's knowledge about—and public silence about—the event became valuable assets to his superiors.

Mistrustful of Mandalorians and Jedi since the Sith War, Karath initially viewed Zayne Carrick as a possible spy and continues to harbor suspicions.

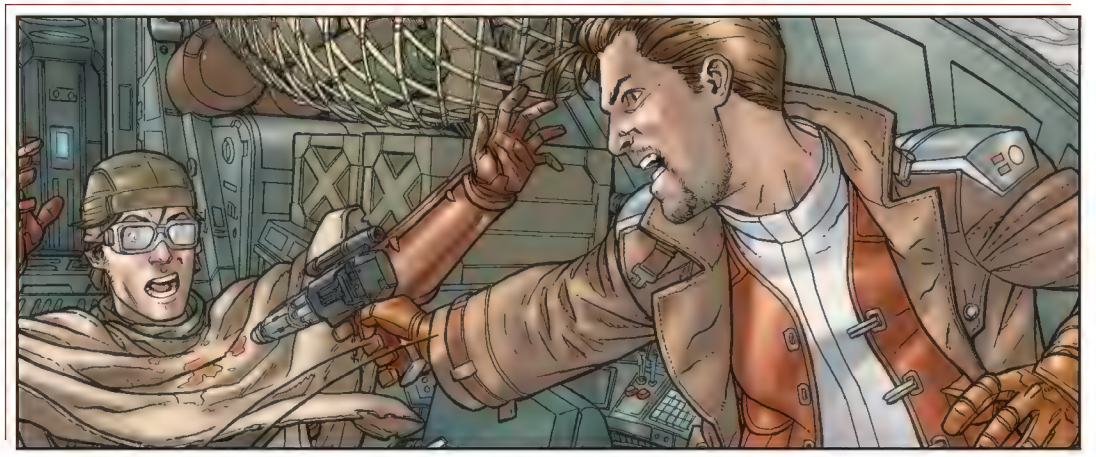
Lieutenant Carth Onasi

Carth Onasi

Carth Onasi's career path resembles that taken by his mentor, Saul Karath—which may explain the admiral's fondness for this jack-of-all-trades. Born on Telos IV, Onasi worked as both a mechanic and police officer before joining the local militia. His heroics in a piracy sting brought him to the attention of a recruiter with the Republic Navy.

But the road to the Starfighter Corps—his initial aim—was winding, as the personnel-starved Navy sent recruits wherever they were needed. Onasi got his flight hours in a fighter—but he also gained experience working security, running communication stations, and flying cargo. It was all fine with him—and with Karath, who recognized Onasi's sharp wits during an engagement on *Reciprocity* by inviting him to work his bridge on *Courageous*. Onasi jumped at the chance to serve with the legendary spacefarer.

Onasi has developed a friend in Zayne Carrick, believing him to be innocent. He also has a wife, Morgana, and a son, Dustil, that he rarely sees due to the war.



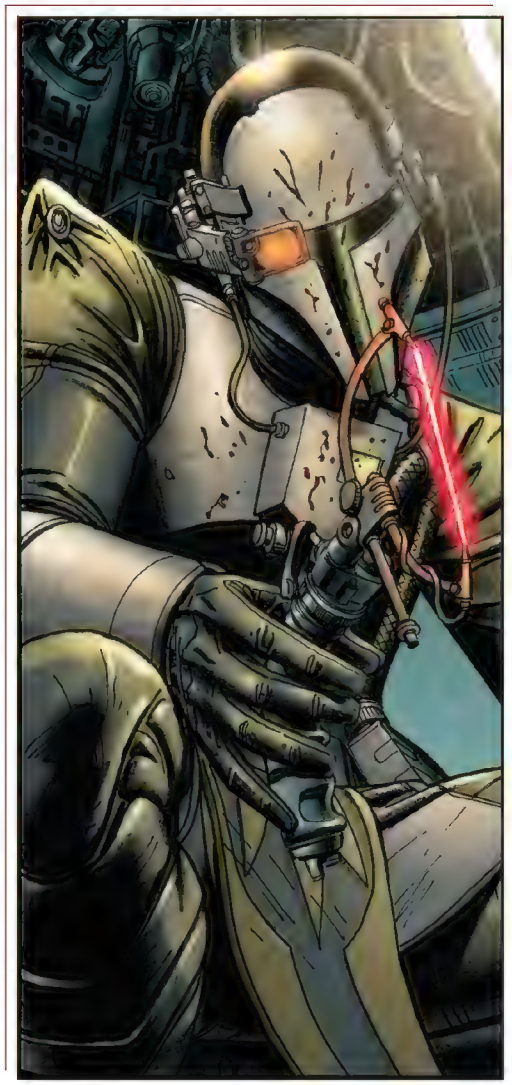
Commander Dallan Morvis

Dallan Morvis

With a father serving as the director of the Coruscant Financial Exchange and a mother serving her third term as the senator from Chandrila, Dallan Morvis was groomed for big things. But unlike the typical upper-crust-er thrust onto the Naval Academy at Coruscant, Morvis has become an asset to the Admiralty. Upon graduation, he took an assignment as a junior liaison between Admiral Sommos's staff and the Vanjurvalis design team.

That led to his first bridge posting as a lieutenant on then-Captain Karath's frigate, *Reciprocity*. Seeing in Karath a leader on the rise, Morvis followed him to *Courageous*—and into war with the Mandalorians. Morvis is often irritated by junior officer Carth Onasi, whom he sees as a competitor for the admiral's favor.

Demagol



The name Demagol is a contraction of *demar agol*—literally, "to carve flesh"—and while this "doctor" considers himself a sculptor of life, even his fellow Mandalorians consider him a butcher. Yet Demagol has long served as the inquisitive mind behind the clans' muscle.

Before Flashpoint, Republic intelligence officials knew that much about Demagol—and little else. With Demagol's species, age, and even his true name a mystery, Republic Intel was forced to rely on Mandalorian oral histories for information. These stories portrayed a diabolical specter moving through the decades, using the conquered peoples of the Outer Rim as subjects for his studies. By the time of the Onslaught on Serroco, Demagol's stature was second only to Mandalore himself—yet he was less interested in battles than the opportunities they provided him to advance his grisly projects.

One such project involved the Jedi, hated by Mandalorians still smarting from the humiliations of the Sith War years before. Demagol took on the challenge of discovering the biological bases for Jedi powers. Initially, Jedi were kidnapped for the purpose—but once hostilities with the Republic opened, a stream of new Jedi "research subjects" poured into his lab on Flashpoint.

That ended when Zayne Carrick, working with the deserter Rohlan, captured Demagol and turned him over to Alek and his comrades. The Mandalorians believed their flesh-carver to have died on Flashpoint—but in fact, his former "patients" had made a date for him with interrogators on Coruscant!

That date was never kept. Soon after leaving Flashpoint, his captors discovered the doctor had been drugged to edge of death. Demagol fell into a coma before reaching Coruscant, where he continues to be held. Republic officials yet hope to thwart what they see as Demagol's self-inflicted attempt to escape their justice!

Mandalore

The name of the traditional leader of the galaxy's greatest nomadic army, Mandalore (spelled Mand'alor by his people), has been handed down through the ages, often with a suffix. But Mandalore the Indomitable was dominated during the Sith War. Defeated in combat by Ulic Qel-droma, he and all his clans were made to serve that Jedi's purposes.

That Mandalore fell in the conflict, and some time afterward, a new Mandalore attempted to rebuild his peoples' esteem through conquest. First, against non-aligned worlds on the Outer Rim, and later, against the Republic whose Jedi humiliated them.

While Republic officials are unsure whether the Mandalore they face now is the Taung soldier that replaced Mandalore the Indomitable years ago—or another successor who took his name and mask—this much is clear: this Mandalore's methods have seemed increasingly unorthodox to many, both within his ranks and without. Mandalore has shown a willingness to acknowledge political considerations, something seen by others as irrelevant. Mandalore's promotion of the "Neo-Crusader" movement from a fanatical fringe to a key regulative element of his forces seems, to many, surprisingly calculated for a leader of a rampaging horde.

Cassus Fett

Little is known in the Republic about Cassus Fett, reputed to be the architect of many of Mandalore's victories, including the Onslaught on Serroco. Reports suggest the warrior's influence goes far beyond field command.

Where earlier Mandalorians had been a disorganized mob, conquering systems without always assimilating them, those of Cassus's day gained structure, allowing the clans to hold what they took. Rather than adopting the rigid bureaucratic hierarchy of the Republic forces, Fett suggested using the Neo-Crusader sect as an elite, embedding them alongside new recruits to promote Mandalorian practices and norms. Fett also is rumored to have held a role in war production.

The methodical Fett's influence rose after the reported death of his sometime rival Demagol, and he was personally sent to oversee the siege of Taris.

Arkoh, Lord Adasca

The eighth member of the House of Adasca to hold the title of Lord, Arkoh Adasca learned his roles from father Alok and grandfather Argaloh. Beyond the ceremonial duties of head of one of Arkania's industrial dynasties, he inherited control of Adascorp, the galaxy's largest bioengineering firm.

From the start, the youthful Lord Adasca raised the spirits of Arkanians struggling to understand their place in the galaxy, appealing to their sense of purpose while subtly playing on strains of racial supremacy. While not officially in political control of Arkania, the charismatic Adasca nonetheless rallied many of his people to treason by completing Operation Dark Harvest, a political gambit of galactic scale. But this proved an overreach, and unlikely allies united to foil the plot.

Attacked by the very Exogorths he tried to enslave, Lord Adasca remains unaccounted for and is presumed dead by the Republic, which has sought to keep the matter secret to protect its position on Arkania. Ownership of Adascorp remains contested, with no obvious heir to Arkoh's controlling interest.

Jervo Thalien

The first Skrilling ever to hold the post of chairman of the board of Lhosan Industries, Jervo Thalien was a pivotal figure in the political scandal that followed the Mandalorian Onslaught. Founded on Taris years before as the first major manufacturer of swoop bikes, Lhosan had not completed its plans to diversify offworld when the Mandalorians began approaching Taris's nearby resource systems.

Jervo bought time by working with Goravvus to bribe Senators to bring remote Taris into the Republic. But when the Mandalorians invaded and newly named Senator Goravvus became a champion for the Resistance, Jervo sought to locate his former go-between, for fear of the testimony he might give.

Dob & Del Moomo

Dob & Del

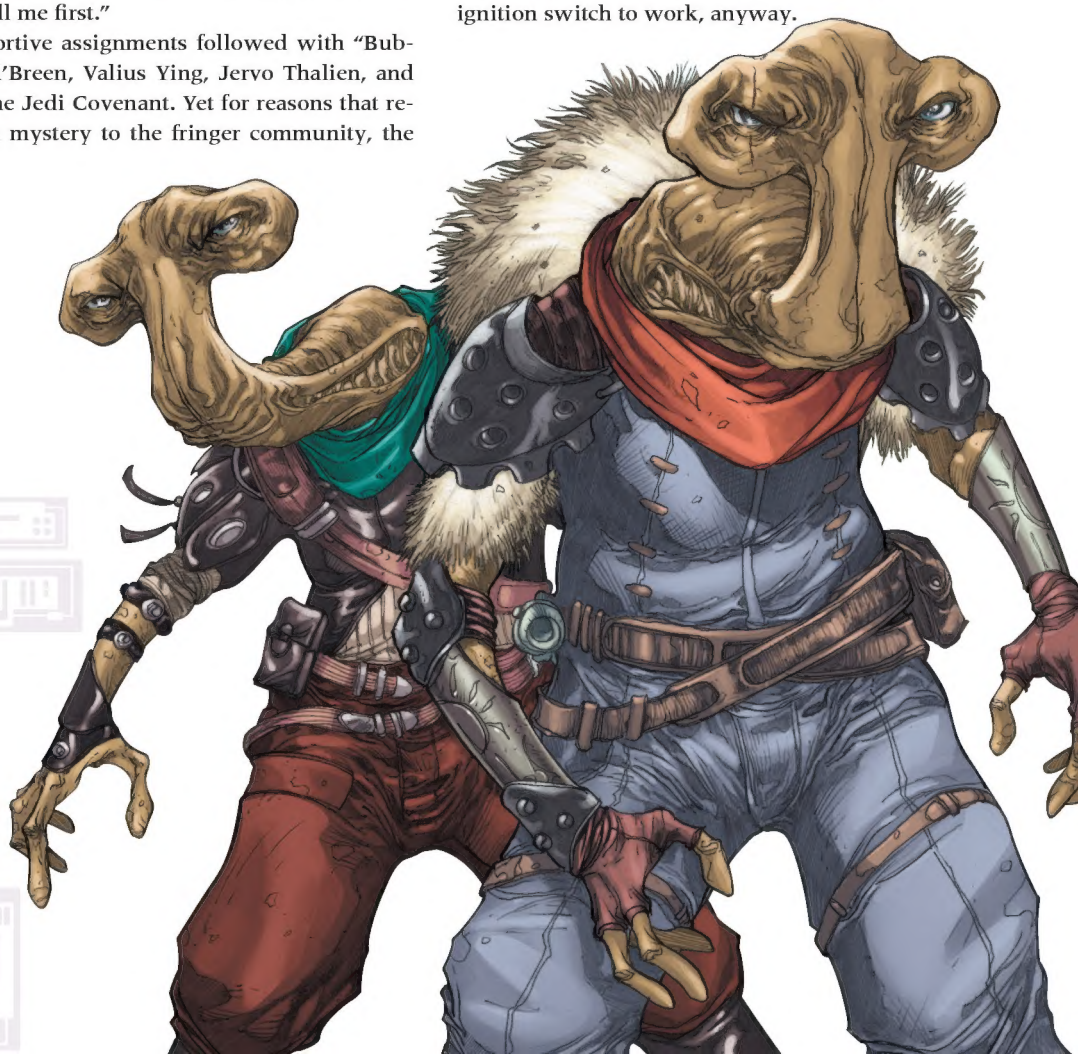
"The kindest thing that may be said about the Moomo Brothers is that they stand tall as examples of why it is wrong to stereotype beings by their species." That backhanded compliment, from a member of their own Ithorian race, accompanied the expulsion of the two from their mellow, pacifistic home "for the safety of the herd." But in truth, Dob and Del have historically done as much damage to themselves as to anyone else.

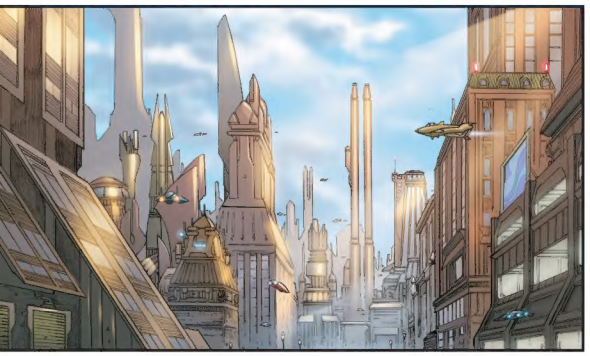
Antagonism between the two began in early childhood, when they managed to cycle an airlock they were both in to rid the family of the other. Resuscitation succeeded; rehabilitation failed. As adult exiles, the two sought their fortunes as muscle-for-hire, always working together, despite their history. Del has remarked that, however dangerous their assignment, "I don't worry none 'cause I already know Dob will kill me first."

Abortive assignments followed with "Bubbles" d'Breen, Valius Ying, Jervo Thalien, and even the Jedi Covenant. Yet for reasons that remain a mystery to the fringer community, the Moomos continue to be recommended for important jobs despite their pathetic success rate. "They both think they're the smart one," Marn Hierogryph once said. "They're both wrong."

As seen by their ship, the *Moomo Williwaw*, Dob and Del share a fascination with weaponry, the only subject on which they are well-informed. Where Del's tastes run to explosives, Dob claims to have learned the word "bludgeon" in seventeen languages (though he cannot identify who speaks those languages, or where).

The only distinguishing physical difference between the two is a scar over Del's right eye, which he received as a youngling when he caught his head in an operating trash compactor. Confronted elsewhere, Dob denied responsibility, saying that he did not know where the trash compactor was and that he couldn't get the ignition switch to work, anyway.



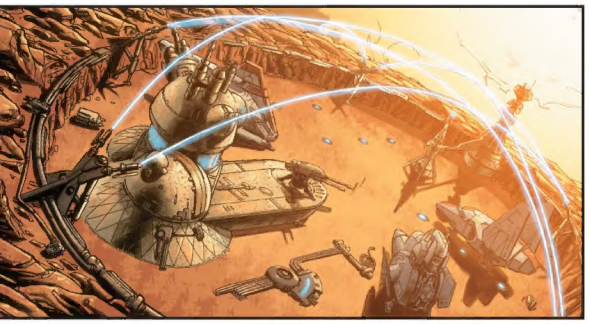


Taris

With wealthy industrialists above and poor aliens and Outcasts below, Taris has seen many economic ups and downs. But the siege by the Mandalorians has forced its residents to cooperate to survive, waging a desperate defense from the city's lower levels.

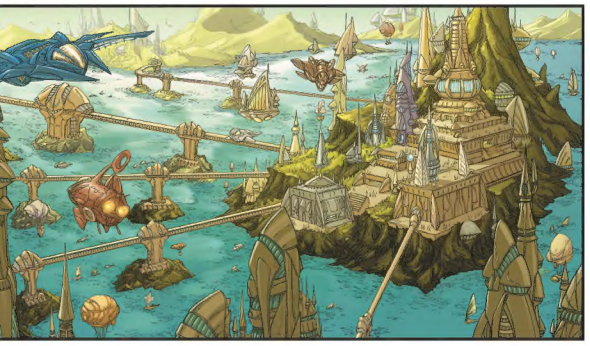
Rogue Moon

The Taris system's inner asteroid belt is home to a Rogue Moon, orbiting in the opposite direction. Its only weather is a constant rain of rocks, making it a place of interest as a Jedi training ground.



Flashpoint

Named for its incredibly short days and its proximity to its star, Flashpoint became a military flashpoint as well when Mandalorians took over its stellar research station for use as a Jedi prison.

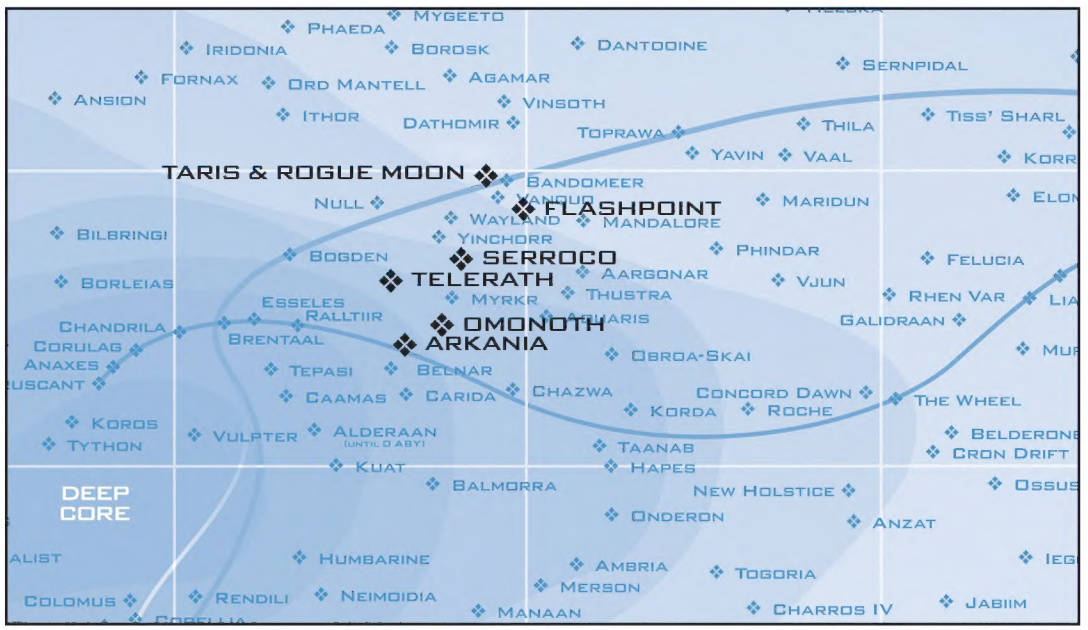


Telerath

A gorgeous garden world, Telerath was the site of a unique experiment in face-to-face banking. But this clever merger of high finance and lush surroundings faltered when the Mandalorians threatened to invade.

Serroco

The Mandalorians made an example of muddy Serroco, home to the simple Stereb people, by bombarding its cities. But thanks to Zayne and Carth, many Stereb yet survive underground.



Arkania

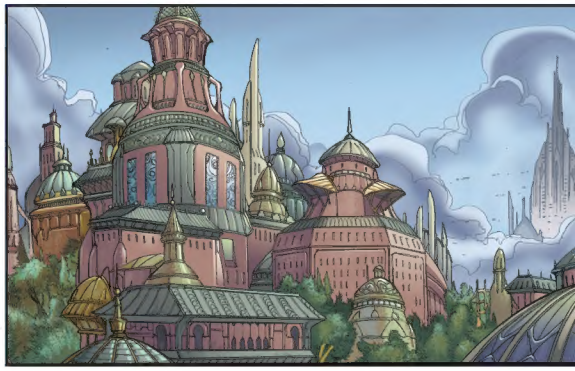
Like Taris, icy Arkania contrasts the lovely floating cities of the Purebloods with the wretched existence of the Offshoots far below. Living on the tundra outside the exhausted gem mines they used to work, they are allowed little access to the Pureblood areas.

Omonoth

A dying star expelling a mess of materials, Omonoth attracted many Exogorths which were then targeted for enslavement by Adascorp. The system remains in contested territory between the Mandalorians and Republic.

Coruscant

The capital of the Republic is also home to the Draay Estate, the nerve center of the Jedi Covenant. From here, the Covenant coordinates its own unofficial early warning system against the Sith.



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The Undercity of Taris

Newcomers to Taris—like the Mandalorian invaders—quickly learn that the planet's geography isn't just measured by latitude and longitude; it's vertical. Years of industrial expansion pushed the Upper City of Taris ever higher—even as prejudice forced its least fortunate ever downward.

Beneath the bleak, gang-infested Lower City lies an even more horrible world—The Undercity, a claustrophobic confusion of abandoned industrial tunnels, sewers, collapsed mine shafts, and natural caverns. Nothing should be able to live in this hostile place—but many things do, including a desperate group called the Outcasts along with those now seeking refuge from the encroaching Mandalorians.

Ironically, the Undercity's greatest threat springs not from the local Gamorrean slavers or the wretched and inhabitable conditions, but from the refugees themselves. Many have been transformed into Rakghouls—hulking, mindless brutes bent on destruction. It is unknown how or when the Rakghoul Plague broke out in this filthy place, but the method of transmission is clear—the bite of a Rakghoul eventually transforms its victim into another Rakghoul in a blinding, otherworldly flash.

The Plague has taken the bodies and sanity of uncounted millions over the years—and would have taken more, had the residents aboveground not acted to seal the entrances to the Undercity. However with the Mandalorians invading, the status of those gateway seals is unknown.

So complex, so ancient are the mazes of the Taris undercity, that many feel they hide great secrets. The Outcasts have long sought a "Promised Land," fabled to be an impregnable underground utopia.

The Jedi Covenant's contingent on Taris suspected the presence of the Muur Talisman, a powerful object obliquely described in certain Sith Holocrons and desired by many during the "Golden Age" of the Sith. The Covenant's efforts to locate and contain this curious artifact—as part of its mission to restrain and eliminate all Sith influences—came to an end when they were forced to leave Taris following Zayne Carrick's escape.